

WHAT IS CLAIMED IS:

1. A gaming apparatus, comprising:
 - a display unit that is capable of generating video images;
 - a value input device; and
 - 5 a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,
 - said controller being programmed to cause said display unit to display a video image of a keno game, said video image comprising an
 - 10 image of a plurality of keno numbers,
 - said controller being programmed to receive wager data representing a plurality of wagers, each of said wagers comprising one or more keno numbers selected by a person,
 - said controller being programmed to randomly select a wager
 - 15 from said plurality of wagers;
 - said controller being programmed to replace one or more person-selected keno numbers of said randomly selected wager with a wild symbol, said wild symbol representing any of said plurality of keno numbers;
 - said controller being programmed to randomly select one or
 - 20 more keno numbers from said plurality of keno numbers;
 - said controller being programmed to compare said person-selected keno numbers to said randomly selected keno numbers,
 - said controller being programmed to determine said wild
 - 25 symbol to match one or more of said randomly selected keno numbers,
 - said controller being programmed to determine whether a sufficient number of matches exist between said person-selected keno numbers and said randomly selected keno numbers, and
 - said controller being programmed to determine a value payout
 - 30 associated with an outcome of said game.
2. A gaming apparatus as defined in claim 1, wherein said controller is programmed to randomly replace said one or more person-selected keno numbers of said randomly selected wager with said wild symbol.

3. A gaming apparatus as defined in claim 1,
wherein said controller is programmed to receive wager data
representing a plurality of wagers from a plurality of persons, each of said wagers
5 comprising one or more keno numbers selected by each of said persons from said
plurality of keno numbers,
wherein said controller is programmed to select a person from said
plurality of persons, and
wherein said controller is programmed to replace one or more of said
10 person-selected keno numbers of said selected person with said wild symbol.
4. A gaming apparatus as defined in claim 1,
wherein said controller is programmed to associate a multiplier factor
with said randomly selected wager, and
15 wherein said controller is programmed to multiply said value payout
by said multiplier factor.
5. A gaming apparatus as defined in claim 4,
wherein said controller is programmed to randomly assign a value to
20 said multiplier factor, and
wherein said controller is programmed to multiply said value payout
by said randomly assigned value.
6. A gaming apparatus as defined in claim 4, wherein said controller is
25 programmed to randomly associate said multiplier factor with said wild symbol.
7. A gaming system comprising a plurality of gaming apparatuses as
defined in claim 1, said gaming apparatuses being interconnected to form a network
of gaming apparatuses,
30 wherein said controller is programmed to receive wager data
representing at least one wager from each of said gaming apparatuses, each of said
wagers comprising one or more keno numbers selected by a person,
wherein said controller is programmed to randomly select a gaming

apparatus from said plurality of gaming apparatuses, and

wherein said controller is programmed to replace one or more person-selected keno numbers of said randomly selected gaming apparatus with said wild symbol.

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8. A gaming apparatus, comprising:

a value input device;

a controller operatively coupled to said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

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said controller being programmed to receive wager data in response to a wager made by a person on a game, said wager data comprising a first subset of numbers selected by said person from a range of numbers,

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said controller being programmed to receive data representing a second subset of numbers randomly selected from said range of numbers,

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said controller being programmed to replace one or more numbers in at least one of said first subset and said second subset with a non-numeric symbol representative of more than one number from said range of numbers,

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said controller being programmed to determine whether any of said numbers in said first subset match numbers in said second subset, wherein said non-numeric symbol matches at least one number from said second subset if said non-numeric symbol replaced a number in said first subset,

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wherein said non-numeric symbol matches at least one number from said first subset if said non-numeric symbol replaced a number in said second subset,

said controller being programmed to determine a value payout associated with an outcome of said game.

9. A gaming apparatus as defined in claim 8 further comprising a display

unit that is capable of generating video images,

wherein said controller is operatively coupled to said display unit, and

wherein said controller is programmed to cause a video image representing said game to be generated on said display unit, said video image comprising said second subset.

10. A gaming apparatus as defined in claim 9, wherein said video image comprises a plurality of lottery numbers.

11. A gaming apparatus as defined in claim 9, wherein said video image comprises said first subset including said non-numeric symbol.

12. A gaming apparatus as defined in claim 8, wherein said controller is programmed to randomly select said second subset of numbers from said plurality of numbers.

13. A gaming apparatus as defined in claim 8, wherein said controller is programmed to make an automated selection of said first subset of numbers from among said range of numbers in response to an action by said person.

14. A gaming apparatus as defined in claim 8, wherein said controller is programmed to randomly replace said one or more numbers with said non-numeric symbol.

15. A gaming apparatus as defined in claim 8, wherein said controller is programmed to receive wager data representing a plurality of wagers, each of said wagers comprising a first subset of numbers selected by a person,

wherein said controller is programmed to select a wager from said plurality of wagers, and

wherein said controller is programmed to replace one or more numbers in said first subset of said selected wager with a non-numeric symbol.

16. A gaming apparatus as defined in claim 8,
wherein said controller is programmed to randomly associate a
multiplier factor with said wager, and

5 wherein said controller is programmed to multiply said value payout
by said multiplier factor.

17. A gaming apparatus as defined in claim 16,
wherein said controller is programmed to randomly assign a value to
10 said multiplier factor, and

wherein said controller is programmed to multiply said value payout
by said randomly assigned value.

18. A gaming apparatus as defined in claim 16, wherein said controller is
15 programmed to randomly associate said multiplier factor with said non-numeric
symbol.

19. A gaming apparatus as defined in claim 8, wherein said controller is
programmed to issue a ticket voucher comprising said first subset of numbers and said
20 non-numeric symbol.

20. A gaming apparatus as defined in claim 8, wherein:
said controller is programmed to receive wager data in response to
wagers made by a plurality of persons, each of said wagers comprising a first subset
25 of numbers selected by a person from said range of numbers,

said controller is programmed to select a person from said plurality of
persons, and

said controller is programmed to replace one or more numbers in said
first subset of said selected person with said non-numeric symbol.

30 21. A gaming system comprising a plurality of gaming apparatuses as
defined in claim 8, said gaming apparatuses being interconnected to form a network
of gaming apparatuses.

22. A gaming system as defined in claim 21,
wherein said controller is programmed to receive wager data
representing at least one wager from each of said gaming apparatuses, each of said
5 wagers comprising a first subset of numbers selected by a person,
wherein said controller is programmed to select one or more of said
plurality of gaming apparatuses, and
wherein said controller is programmed to replace one or more numbers
in said first subset of said one or more selected gaming apparatuses with said non-
10 numeric symbol.

23. A gaming system as defined in claim 21,
wherein said controller comprises a central lottery controller,
wherein each of said gaming apparatuses comprise a lottery terminal
15 unit operatively coupled to said central controller, each lottery terminal comprising:
a ticket printer capable of generating ticket vouchers, and
a terminal controller operatively coupled to said ticket printer,
said terminal controller comprising a processor and a memory operatively
coupled to said processor,
20 wherein said terminal controller is programmed to allow
said person to make a wager,
wherein said terminal controller is programmed to allow
said person to select said first subset of numbers from said range of
numbers,
25 wherein said terminal controller is programmed to
communicate said wager data to said central controller,
wherein said terminal controller is programmed to cause
said ticket printer to issue a ticket voucher comprising said first subset
of numbers,
30 wherein said numbers represent lottery numbers of a government-
sponsored lottery game.

24. A gaming system as defined in claim 21, wherein said gaming

apparatuses are interconnected via the Internet.

25. A gaming apparatus, comprising:

a value input device;

5 a controller operatively coupled to said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

10 said controller being programmed to receive wager data in response to a wager made by a person on a game, said wager data comprising a first plurality of indicia of a first type selected by said person,

said controller being programmed to receive data representing a second plurality of indicia of said first type, said second plurality of indicia of said first type being randomly selected,

15 said controller being programmed to replace one or more of said indicia of a first type in at least one of said first plurality of indicia and said second plurality of indicia with an indicia of a second type,

20 said controller being programmed to determine whether any of said first plurality of indicia of a first type match any of said second plurality of indicia of a first type,

said controller being programmed to match said indicia of a second type with at least one of said second plurality of indicia of a first type if said indicia of a second type replaced an indicia of a first type from said first plurality of indicia,

25 said controller being programmed to match said indicia of a second type with at least one of said first plurality of indicia of a first type if said indicia of a second type replaced an indicia of a first type from said second plurality of indicia, and

30 said controller being programmed to determine a value payout associated with an outcome of said game.

26. A gaming apparatus as defined in claim 25 further comprising a display unit that is capable of generating video images,

wherein said controller is operatively coupled to said display unit, and
wherein said controller is programmed to cause a video image to be
generated on said display unit, said video image representing a lottery game.

5 27. A gaming apparatus as defined in claim 26, wherein said video image
comprises a plurality of lottery numbers.

 28. A gaming apparatus as defined in claim 26,
 wherein said video image comprises said first plurality of indicia of a
10 first type and does not comprise said indicia of a second type, and
 wherein said controller is programmed to issue a ticket voucher
comprising said first plurality of indicia of a first type and said indicia of a second
type.

15 29. A gaming apparatus as defined in claim 26, wherein said video image
comprises said first plurality of indicia of a first type including said indicia of a
second type.

 30. A gaming apparatus as defined in claim 25, wherein said indicia of a
20 first type comprises lottery numbers.

 31. A gaming apparatus as defined in claim 25, wherein said controller is
programmed to make an automated selection of said first plurality of indicia of a first
type in response to an action by said person.

25 32. A gaming apparatus as defined in claim 25, wherein said controller is
programmed to randomly select said second plurality of indicia of said first type.

 33. A gaming apparatus as defined in claim 25, wherein said controller is
30 programmed to randomly replace said one or more indicia of a first type with said
indicia of a second type.

34. A gaming apparatus as defined in claim 25,
wherein said controller is programmed to receive wager data representing a plurality of wagers, each of said wagers comprising a first plurality of indicia of a first type selected by a person,
5 wherein said controller is programmed to select a wager from said plurality of wagers, and
wherein said controller is programmed to replace an indicia from said first plurality of indicia of a first type of said selected wager with an indicia of a second type.
- 10 35. A gaming apparatus as defined in claim 25,
wherein said controller is programmed to randomly associate a multiplier factor with said wager, and
wherein said controller is programmed to multiply said value payout
15 by said by said multiplier factor.
36. A gaming apparatus as defined in claim 35,
wherein said controller is programmed to randomly assign a value to said multiplier factor, and
20 wherein said controller is programmed to multiply said value payout by said randomly assigned value.
37. A gaming apparatus as defined in claim 35, wherein said controller is programmed to randomly associate said multiplier factor with said indicia of a second type.
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38. A gaming apparatus as defined in claim 25,
wherein said controller is programmed to receive wager data in response to wagers made by a plurality of persons, each of said wagers comprising a
30 first plurality of indicia of a first type selected by a person,
wherein said controller is programmed to select a person from said plurality of persons, and
wherein said controller is programmed to replace an indicia from said

first plurality of indicia of a first type of said selected person with said indicia of a second type.

39. A gaming system comprising a plurality of gaming apparatuses as defined in claim 25, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

40. A gaming system as defined in claim 39,
 wherein said controller is programmed to receive wager data representing at least one wager from each of said gaming apparatuses, each of said wagers comprising a first plurality of indicia of a first type selected by a person,
 wherein said controller is programmed to select one or more of said plurality of gaming apparatuses, and
 wherein said controller is programmed to replace an indicia from said first plurality of indicia of a first type of said one or more selected gaming apparatuses with said indicia of a second type.

41. A gaming system as defined in claim 39,
 wherein said controller comprises a central lottery controller,
 wherein each of said gaming apparatuses comprise a lottery terminal unit operatively coupled to said central controller, each lottery terminal comprising:
 a ticket printer capable of generating ticket vouchers, and
 a terminal controller operatively coupled to said ticket printer, said terminal controller comprising a processor and a memory operatively coupled to said processor,
 wherein said terminal controller is programmed to allow said person to make a wager,
 wherein said terminal controller is programmed to allow said person to select said first plurality of indicia of a first type,
 wherein said terminal controller is programmed to communicate said wager data to said central controller,
 wherein said terminal controller is programmed to cause said ticket printer to issue a ticket voucher comprising said first

plurality of indicia of a first type,
wherein said first plurality of indicia of a first type represent lottery
numbers of a government-sponsored lottery game.

5 42. A gaming system as defined in claim 39, wherein said gaming
apparatuses are interconnected via the Internet.

 43. A gaming method comprising:
 receiving wager data in response to a wager made by a person on a
10 game, said wager data comprising a first plurality of indicia of a first type
 selected by said person;
 receiving data representing a second plurality of indicia of said first
 type, said second plurality of indicia of said first type being randomly selected,
 replacing one or more of said plurality of indicia of a first type from at
15 least one of said first plurality of indicia and said second plurality of indicia
 with an indicia of a second type;
 determining whether any of said first plurality of indicia of a first type
 match any of said second plurality of indicia of a first type;
 matching said indicia of a second type with at least one of said second
20 plurality of indicia of a first type if said indicia of a second type replaces an
 indicia of a first type from said first plurality of indicia;
 matching said indicia of a second type with at least one of said first
 plurality of indicia of a first type if said indicia of a second type replaces an
 indicia of a first type from said second plurality of indicia, and
25 determining a value payout associated with an outcome of said game.

 44. A gaming method as defined in claim 43 further comprising causing a
video image representing said game to be generated, said video image comprising an
image of said second plurality of indicia of a first type.
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 45. A gaming method as defined in claim 43, wherein replacing one or
more of said plurality of indicia of a first type with an indicia of a second type
comprises randomly replacing one or more of said plurality of indicia of a first type

with an indicia of a second type.

5 46. A gaming method as defined in claim 43 additionally comprising automatically selecting said first plurality of indicia of a first type in response to an action by said person.

 47. A gaming method as defined in claim 43 additionally comprising randomly selecting said second plurality of indicia of said first type.

10 48. A gaming method as defined in claim 43 additionally comprising: randomly associating a multiplier factor with said wager, and multiplying said value payout by said multiplier factor.

15 49. A gaming method as defined in claim 48 additionally comprising: randomly assigning a value to said multiplier factor, and multiplying said value payout by said randomly assigned value.

 50. A gaming method as defined in claim 48 additionally comprising randomly associating said multiplier factor with said indicia of a second type.

20 51. A gaming method as defined in claim 43, additionally comprising: receiving wager data representing a plurality of wagers, each of said wagers comprising a first plurality of indicia of a first type selected by a person; selecting a wager from said plurality of wagers; and
25 replacing an indicia from said first plurality of indicia of a first type of said selected wager with an indicia of a second type.

 52. A gaming method as defined in claim 43, additionally comprising: receiving wager data in response to wagers made by a plurality of
30 persons, each of said wager comprising a first plurality of indicia of a first type selected by a person; selecting a person from said plurality of persons; and replacing an indicia from said first plurality of indicia of a first type of

said selected person with an indicia of a second type.

53. A gaming method as defined in claim 43, additionally comprising:
receiving wager data representing at least one wager from a plurality of
5 gaming apparatuses, each of said wagers comprising a first plurality of indicia of a
first type selected by a person;
selecting a gaming apparatus from said plurality of gaming
apparatuses; and
replacing an indicia from said first plurality of indicia of a first type of
10 said selected gaming apparatus with said indicia of a second type.

54. A memory having a computer program stored therein, said computer
program being capable of being used in connection with a gaming apparatus, said
memory comprising:
15 a memory portion physically configured in accordance with computer
program instructions that would cause said gaming apparatus to receive wager
data in response to a wager made by a person on a game, said wager data
comprising a first plurality of indicia of a first type selected by said person;
a memory portion physically configured in accordance with computer
20 program instructions that would cause said gaming apparatus to receive data
representing a second plurality of indicia of said first type, said second
plurality of indicia of said first type being randomly selected;
a memory portion physically configured in accordance with computer
program instructions that would cause said gaming apparatus to replace one or
25 more of said indicia of a first type in at least one of said first plurality of
indicia and said second plurality of indicia with an indicia of a second type;
a memory portion physically configured in accordance with computer
program instructions that would cause said gaming apparatus to determine
whether any of said first plurality of indicia of a first type match any of said
30 second plurality of indicia of a first type;
a memory portion physically configured in accordance with computer
program instructions that would cause said gaming apparatus to match said
indicia of a second type with at least one of said second plurality of indicia of

a first type if said indicia of a second type replaced an indicia of a first type from said first plurality of indicia;

5 a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to match said indicia of a second type with at least one of said first plurality of indicia of a first type if said indicia of a second type replaced an indicia of a first type from said second plurality of indicia; and

10 a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to determine a value payout associated with an outcome of said game.

55. A memory as defined in claim 54, wherein said memory additionally comprises:

15 a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to receive wager data representing a plurality of wagers, each of said wagers comprising a first plurality of indicia of a first type selected by said person;

20 a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to select a wager from said plurality of wagers; and

25 a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to replace an indicia from said first plurality of indicia of a first type of said selected wager with an indicia of a second type.

56. A memory as defined in claim 54, wherein said memory additionally comprises:

30 a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to receive wagers data in response to wagers made by a plurality of persons, each of said wagers comprising a first plurality of indicia of a first type selected by a person;

a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to select a person from

said plurality of persons; and

a memory portion physically configured in accordance with computer program instructions that would cause said gaming apparatus to replace an indicia from said first plurality of indicia of a first type of said selected person with an indicia of a second type.

57. A memory as defined in claim 54, wherein said computer program is capable of being used in connection with a central controller, said memory additionally comprising:

a memory portion physically configured in accordance with computer program instructions that would cause said central controller to receive wager data representing at least one wager from a plurality of gaming apparatuses, each of said wagers comprising a first plurality of indicia of a first type selected by a person;

a memory portion physically configured in accordance with computer program instructions that would cause said central controller to select a gaming apparatus from said plurality of gaming apparatuses; and

a memory portion physically configured in accordance with computer program instructions that would cause said central controller to replace an indicia from said first plurality of indicia of a first type of said selected gaming apparatus with said indicia of a second type.

58. A government-sponsored lottery gaming system comprising:

a plurality of lottery terminals, each lottery terminal comprising:

a ticket printer capable of generating ticket vouchers,

a value input device, and

a terminal controller operatively coupled to said ticket printer and said value input device, said terminal controller comprising a processor and a memory operatively coupled to said processor,

wherein said terminal controller is programmed to allow a person to make a wager,

wherein said terminal controller is programmed to allow said person to select a first plurality of indicia of a first type,

wherein said terminal controller is programmed to

communicate wager data to said lottery controller, said wager data comprising said first plurality of indicia of a first type, and

wherein said terminal controller is programmed to cause said ticket printer to issue a ticket voucher comprising said first plurality of indicia of a first type; and

a lottery controller operatively coupled to each of said plurality of lottery terminals, said lottery controller comprising a processor and a memory operatively coupled to said processor,

said lottery controller being programmed to receive said wager data from each of said lottery terminals,

said lottery controller being programmed to receive data representing a second plurality of indicia of said first type, said second plurality of indicia of said first type being randomly selected,

said lottery controller being programmed to replace one or more of said indicia of a first type from said first plurality of indicia with an indicia of a second type,

said lottery controller being programmed to determine whether any of said first plurality of indicia of a first type match any of said second plurality of indicia of a first type,

said lottery controller being programmed to match said indicia of a second type with at least one of said second plurality of indicia of a first type, and

said lottery controller being programmed to determine a value payout associated with an outcome of said game.

59. A government-sponsored lottery gaming system as defined in claim 58,

wherein said lottery controller is further programmed to randomly associate a multiplier factor with said wager, and

wherein said lottery controller is programmed to multiply said value payout by said multiplier factor.

60. A government-sponsored lottery gaming system as defined in claim

59,

wherein said lottery controller is programmed to randomly assign a value to said multiplier factor, and

5 wherein said lottery controller is programmed to multiply said value payout by said randomly assigned value.

61. A government-sponsored lottery gaming system as defined in claim 59, wherein said lottery controller is programmed to randomly associate said multiplier factor with said indicia of a second type.